

FIG. 1

The diagram illustrates a resource management system involving three main entities: a USER (10), a PRINTER (12), and a RESOURCE VENDOR (14). The USER (10) sends a RESOURCE REQUEST (16) to the PRINTER (12). The PRINTER (12) sends a RESOURCE USE REPORT (22) to the RESOURCE VENDOR (14). The RESOURCE VENDOR (14) sends a PAYMENT TRANSACTION (24) back to the USER (10). A RESOURCE (18) is shown as a stack of wavy lines, with an arrow (20) pointing from the PRINTER (12) to it.

The diagram illustrates the components and interactions of a resource reservation system. Key elements include:

- USER (10)**: Interacts with the USER PC via bidirectional arrows.
- USER PC (10a)**: Acts as the interface between the user and the resource management system.
- RESOURCE (18)**: Contains a **COMM** module (12a) and manages resources. It receives a **RESOURCE REQUEST** (16) from the USER PC and sends back an **INVOICE** (24a').
- RESOURCE VENDOR (14)**: Provides resources to the system.
- INTERNET**: Facilitates communication between the RESOURCE and the RESOURCE VENDOR, receiving **ID, USE** information (22b).
- PAYMENT** flows (24b, 24b'): Indicated by dashed arrows, showing payment from the USER PC to the RESOURCE and from the USER to the USER PC.
- INVOICE** flows (24a, 24a'): Indicated by solid arrows, showing invoices sent from the RESOURCE to the USER PC and from the RESOURCE VENDOR to the USER PC.

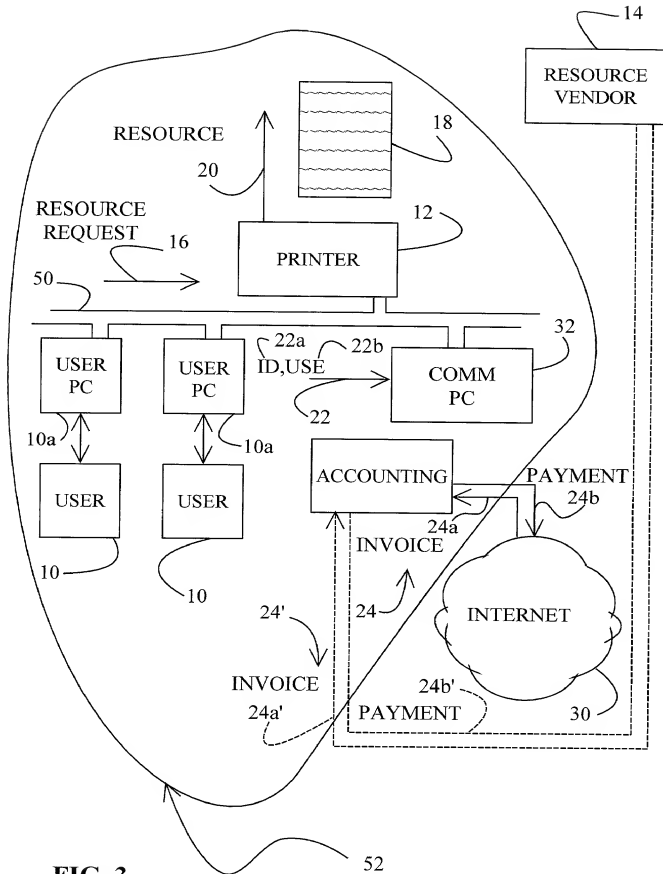


FIG. 3

FIG. 4

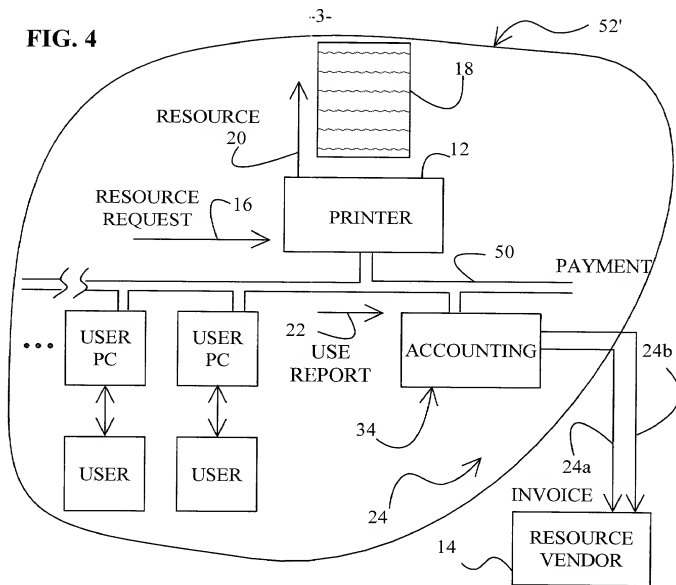
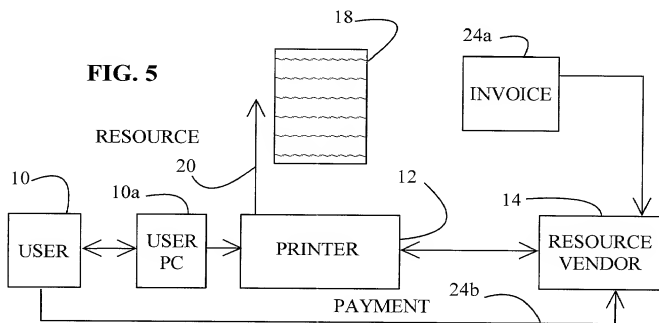


FIG. 5



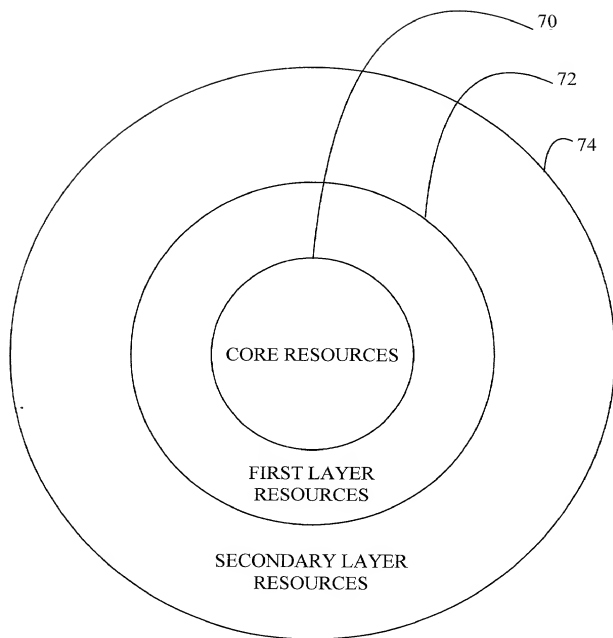


FIG. 6

FIG. 7

90

90a 90b 90c 90d 90e

	RESOURCE	USE FEE	SUB. L. 1	SUB. L. 2	SUB. L. 3	SUB. L.
20a	RESOLUTION 1	\$	\$	\$	\$	\$
20b	RESOLUTION 2	\$	\$	\$	\$	\$
20d	RESOLUTION 3	\$	\$	\$	\$	\$
20c	SPEED 1	\$	\$	\$	\$	\$
20e	SPEED 2	\$	\$	\$	\$	\$
20f	SPEED 3	\$	\$	\$	\$	\$
20h	NETWORK	\$	\$	\$	\$	\$
20g	IR LINK	\$	\$	\$	\$	\$
	\$	\$	\$	\$	\$

FIG. 8

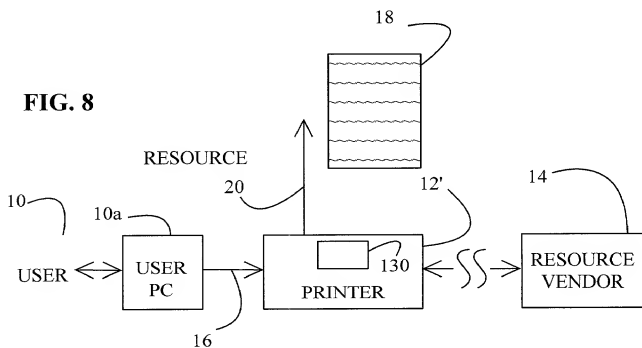


FIG. 9

